

Fig. 1
Prior Art

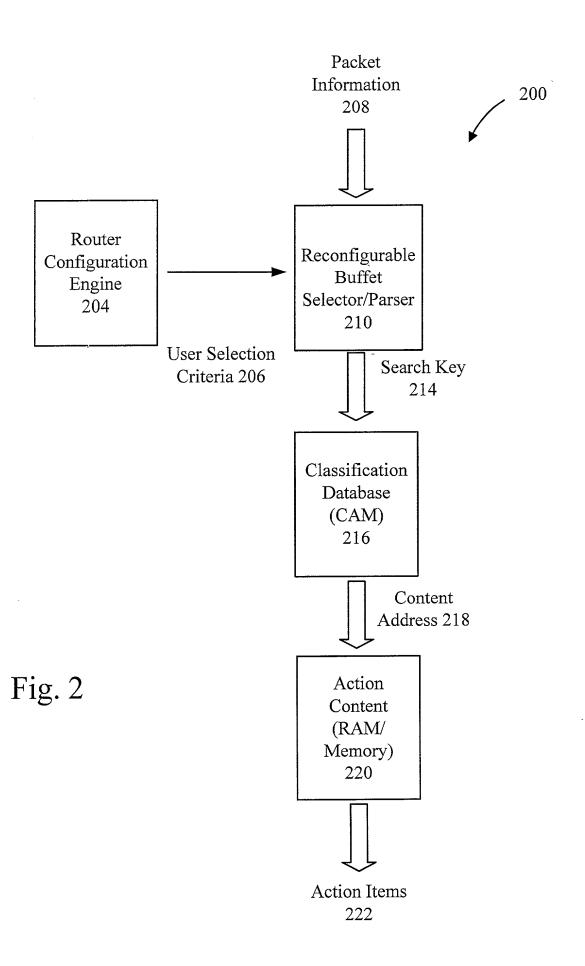


Fig. 3

Origin Fields (number of bits)					
From Packet Status	Packet length				
Information	■ Packet type: Ethernet, ATM,				
	■ Input/Output port				
	■ 802.1p tagged/untagged packet				
	■ Incoming time of day				
• From OSI Layers:					
✓ Layer 2 Fields option	■ 802.1p fields:				
	* Priority (3)				
	* Vlan ID (12)				
	* Tag/Untag (1)				
÷	Source Mac Address (48)				
	 Destination Mac Address (48) 				
	■ Ethernet-SNAP				
	■ LLC DSAP (8) & SSAP (8)				
	■ Ethernet Type (e.g. IP, IPX, ARP, Appletalk, and so on.)				
✓ Layer 3 Fields option	■ IP packet option				
	* Source IP (32)				
	* Destination IP (32)				
	* Protocol Type (8)				
	* DSCP (6)				
	* IP option (1) IPX packet option				
	* Destination Network (32)				
	* Destination Node (48)				
	* Source Network (32)				
	* Source Node (48)				
	* Packet Type (8)				
✓ Layer 4 Fields option	■ IP packet option				
	* Source Port (16) (range)				
	* Destination Port (16) (range)				
	* TCP flag (6)				
	■ IPX packet option				
	* Destination Socket (16)				
	* Source Socket (16)				
From bit-mask patterns	"header" means the header of a specific layer, and it could				
specified by (header,	be L2, L3, L4, or L5.				
start, end) where:	start" means the starting bit from the header				
	• "end" means the ending bit from the header				

Fig. 4a

Packet Types	Field Name	Bits	Total Bits	Description
Basic Layer 2				
	Destination Mac Address	48		Destination Mac Address
	Source Mac Address	48		Source Mac address
			96	
Basic IP Layer 3				
	Source IP	32		Source IP address
	Destination IP	32		Destination IP address
			64	
Basic IPX Layer 3				
	Destination Network	32		Destination Network
	Destination Node	48		Destination Node
	Destination Network	32		Destination Network
	Destination Node	48		Destination Node
			160	
Basic Layer 4				
	Source IP	32		Source IP address
	Destination IP	32		Destination IP address
	Protocol Type	8		Protocol type
	Source Port	16		Source TCP/UDP ports
	Destination Port	16		Destination TCP/UDP ports
			104	
DiffServ-BA				
	DSCP	6		DSCP value
			6	
DiffServ-MF				
	Source IP	32		Source IP address
	Destination IP	32		Destination IP address
	Protocol Type	8		Protocol type
	Source Port	16		Source TCP/UDP ports
	Destination Port	16		Destination TCP/UDP ports
	DSCP	6		DSCP value
			110	

Fig. 4b

Packet Types	Field Name	Bits	Total Bits	Description
Web switching				
	Source IP	32		Source IP address
	Destination IP	32		Destination IP address
	Protocol Type	8		Protocol type
	Source Port	16		Source TCP/UDP ports
	Destination Port	16		Destination TCP/UDP ports
	TCP flag	6		Flag bits in TCP header
W	<u> </u>		110	
IP Filtering & Layer 2 QOS				
2 QOS	Destination Mac	48		Destination Mac Address
	Address			Bestimation 1/100 1 1001 000
	Source Mac Address	48		Source Mac address
	L2_priority	3		802.1p user priority
	Destination IP	32		Destination IP address
	Destination if		131	
IP Layer 2-3 QOS				
11 20,0120 000	Source IP	32		Source IP address
	Destination IP	32		Destination IP address
	DSCP	6		DSCP value
	L2 priority	3		802.1p user priority
	Destination Mac	48		Destination Mac address
	Address (Or Source Mac Address)			(or Source Mac Address)
	1.1.00		121	
IP Layer 2-4 QOS				
	Source IP	32		Source IP address
	Destination IP	32		Destination IP address
	Protocol Type	8		Protocol type
	Source Port	16		Source TCP/UDP ports
	Destination Port	16		Destination TCP/UDP
				ports
	DSCP	6		DSCP value
	L2_priority	3		802.1p user priority
			113	

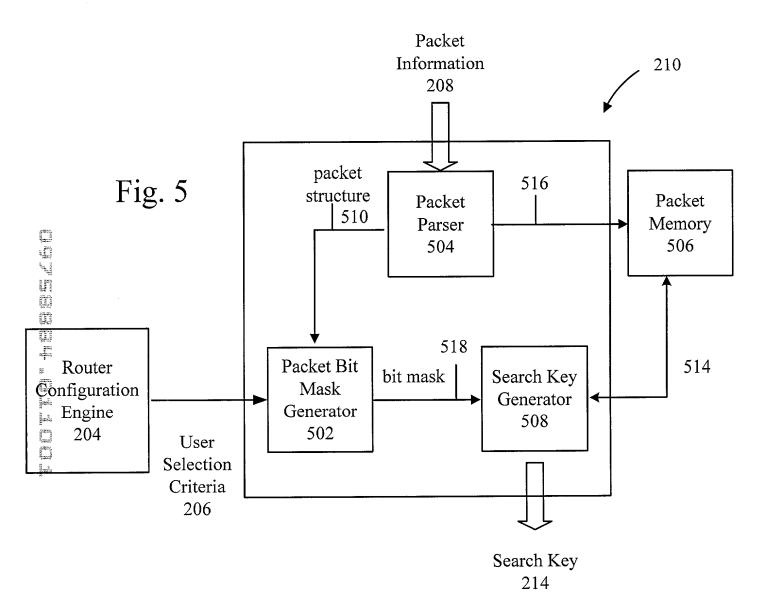
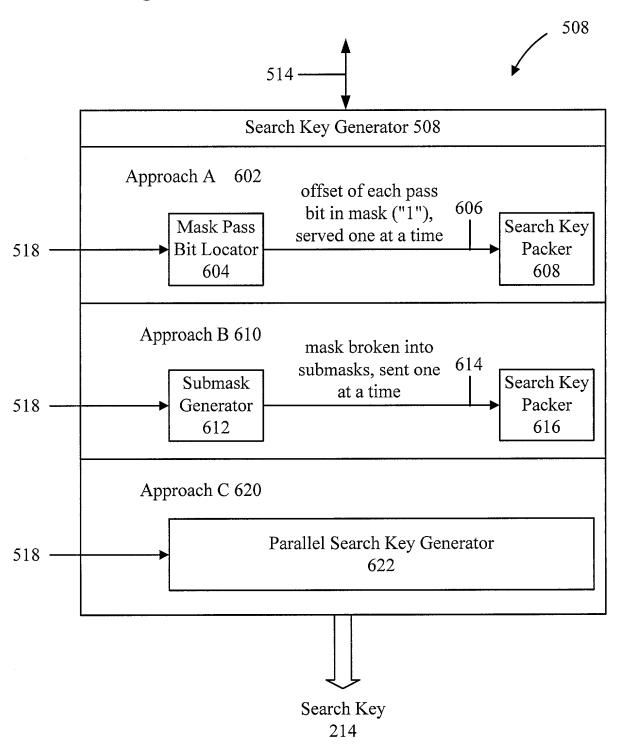
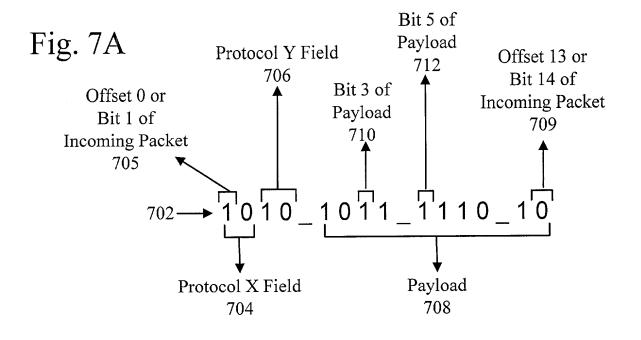


Fig. 6





$$714 \longrightarrow 0.011_0010_1000_00$$

Fig. 7B

1: Incoming packet passes through the packet parser into the packet memory. Concurrently, the packet structure information is sent to the packet bit mask generator.

2: The classification or the selection criteria and the packet structure information are input into the packet bit mask generator, which block outputs the bit mask 0011_0010_1000_00.

 $\underline{3:}$ One clock cycle at a time, the mask bit locator outputs the offset values 2, 3, 6,

4: Offset 2 reads a "1" from memory, offset 3 reads a "0", offset 6 reads a "1", and offset 8 reads a "1"

5: The search key packer packs or collects these bits into the search key "1011".

Fig. 8

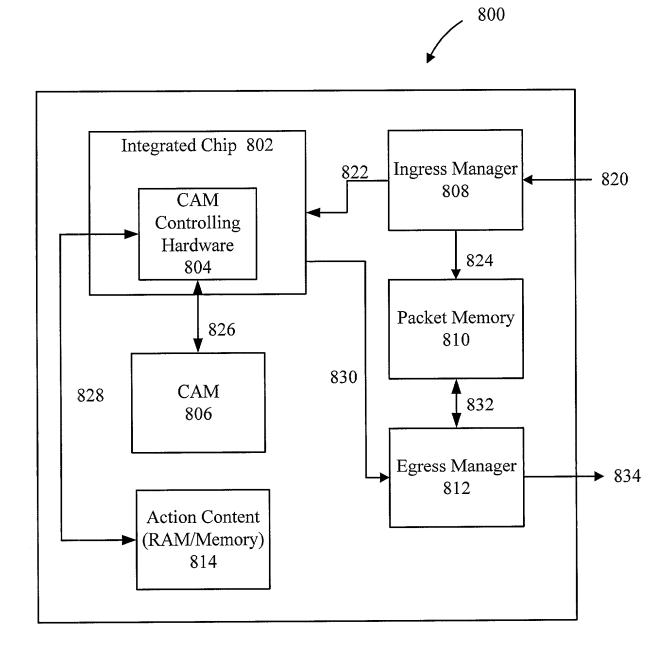


Fig. 9

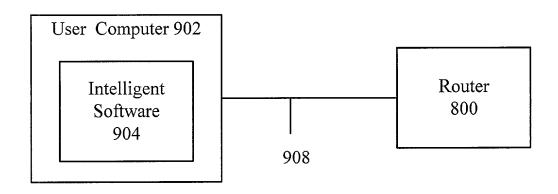


Fig. 10

